Title: METHOD AND SYSTEM FOR FLOWING DATA TO AN ARBITRARY PATH DEFINED BY....
Inventor: Gauthier et al.
S/N: 10/629,338
Filed: July 29, 2003
Docket No: TES05-GN010-C3
Confirm. No.: 6308



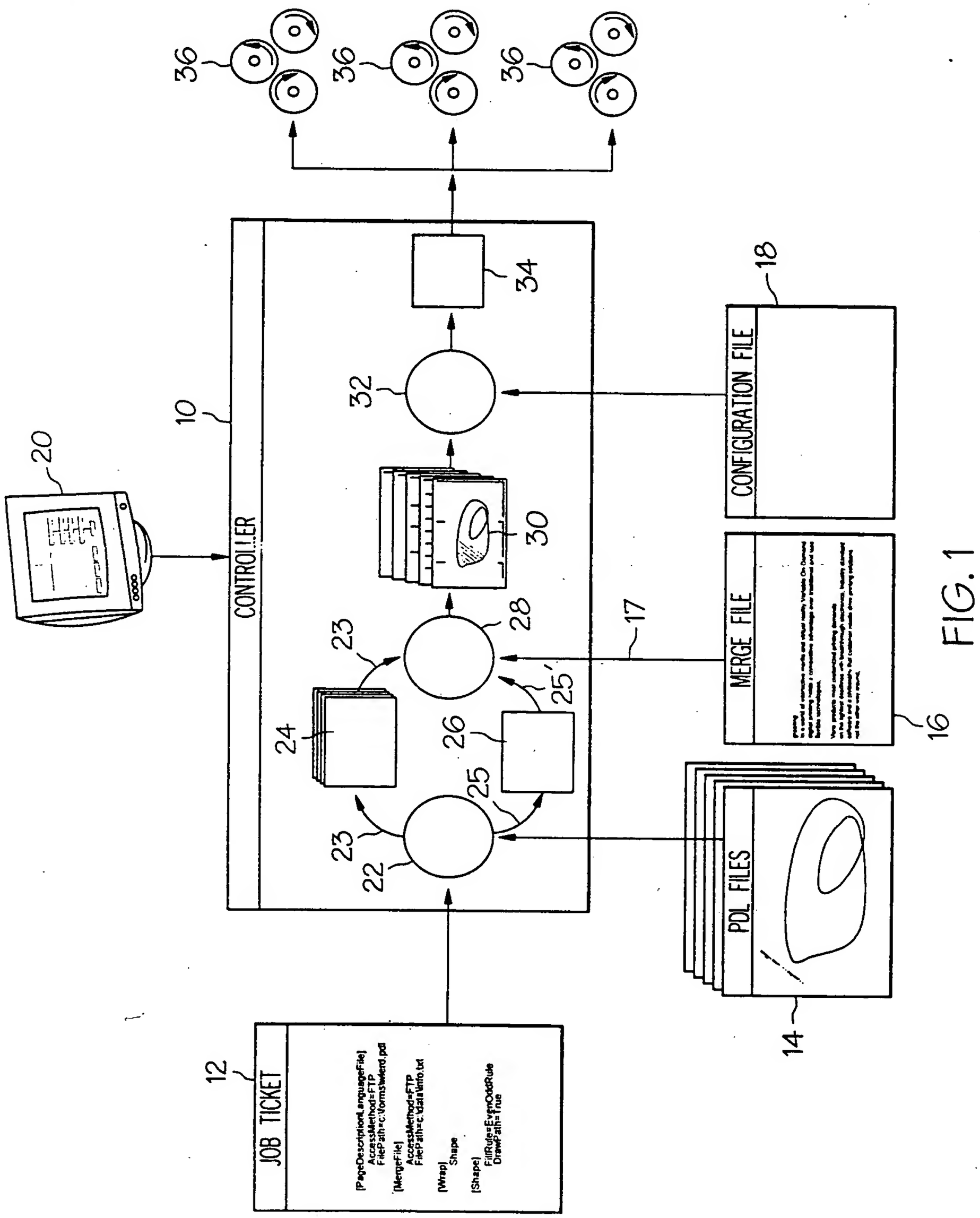
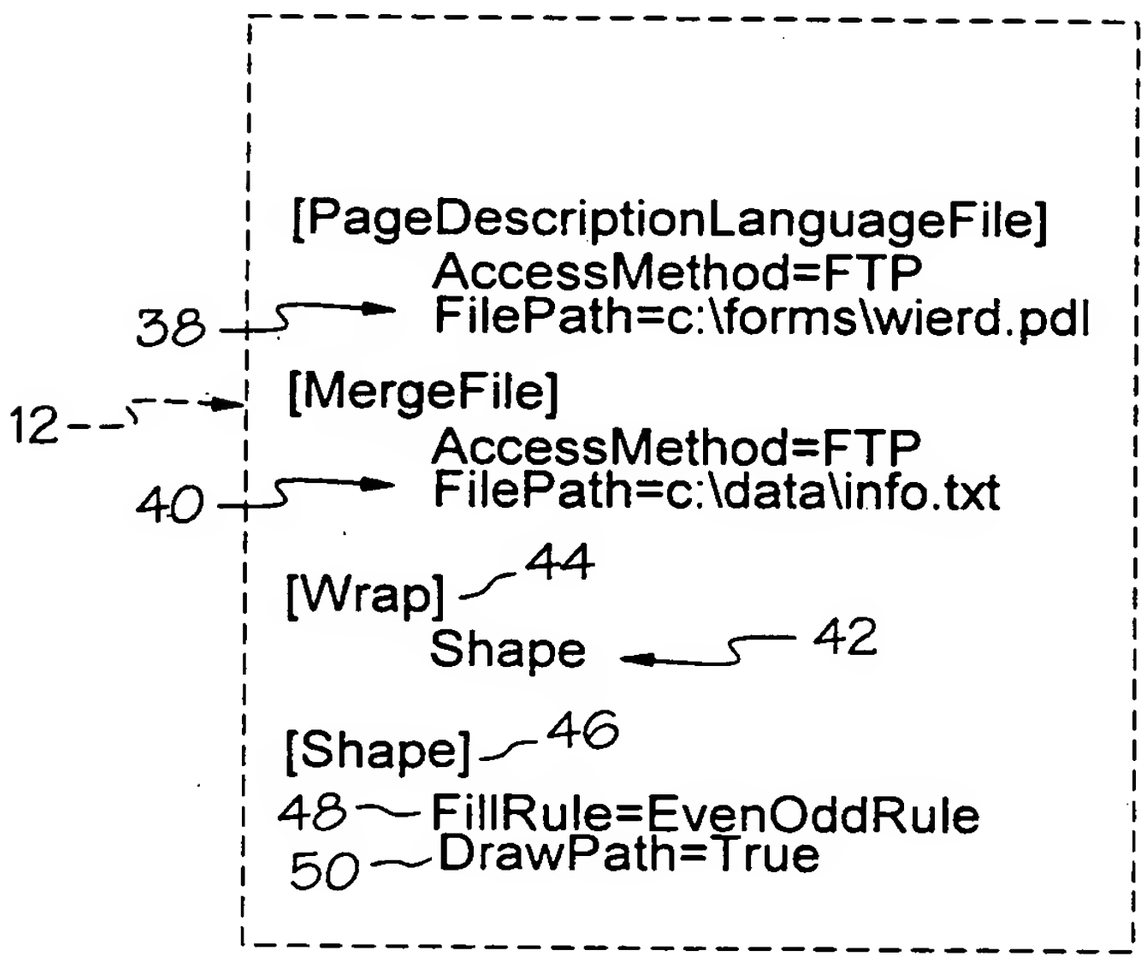



FIG. 1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40
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[Wrap]
44
Shape
42
[Shape]
46
48
FillRule=EvenOddRule
50
DrawPath=True

FIG. 2

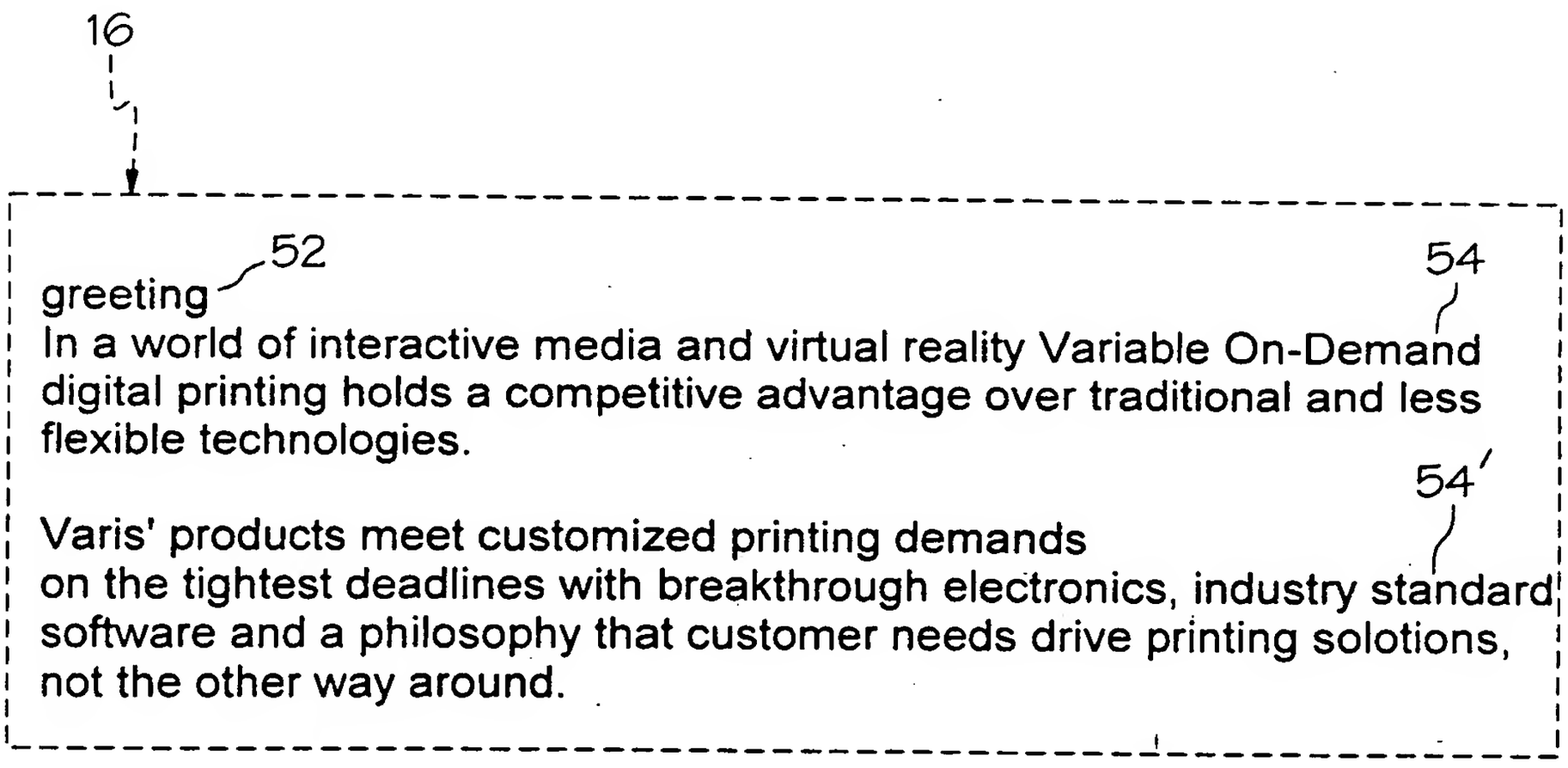

16
greeting
52
54
In a world of interactive media and virtual reality Variable On-Demand digital printing holds a competitive advantage over traditional and less flexible technologies.
54'
Varis' products meet customized printing demands
on the tightest deadlines with breakthrough electronics, industry standard software and a philosophy that customer needs drive printing solotions, not the other way around.

FIG. 3

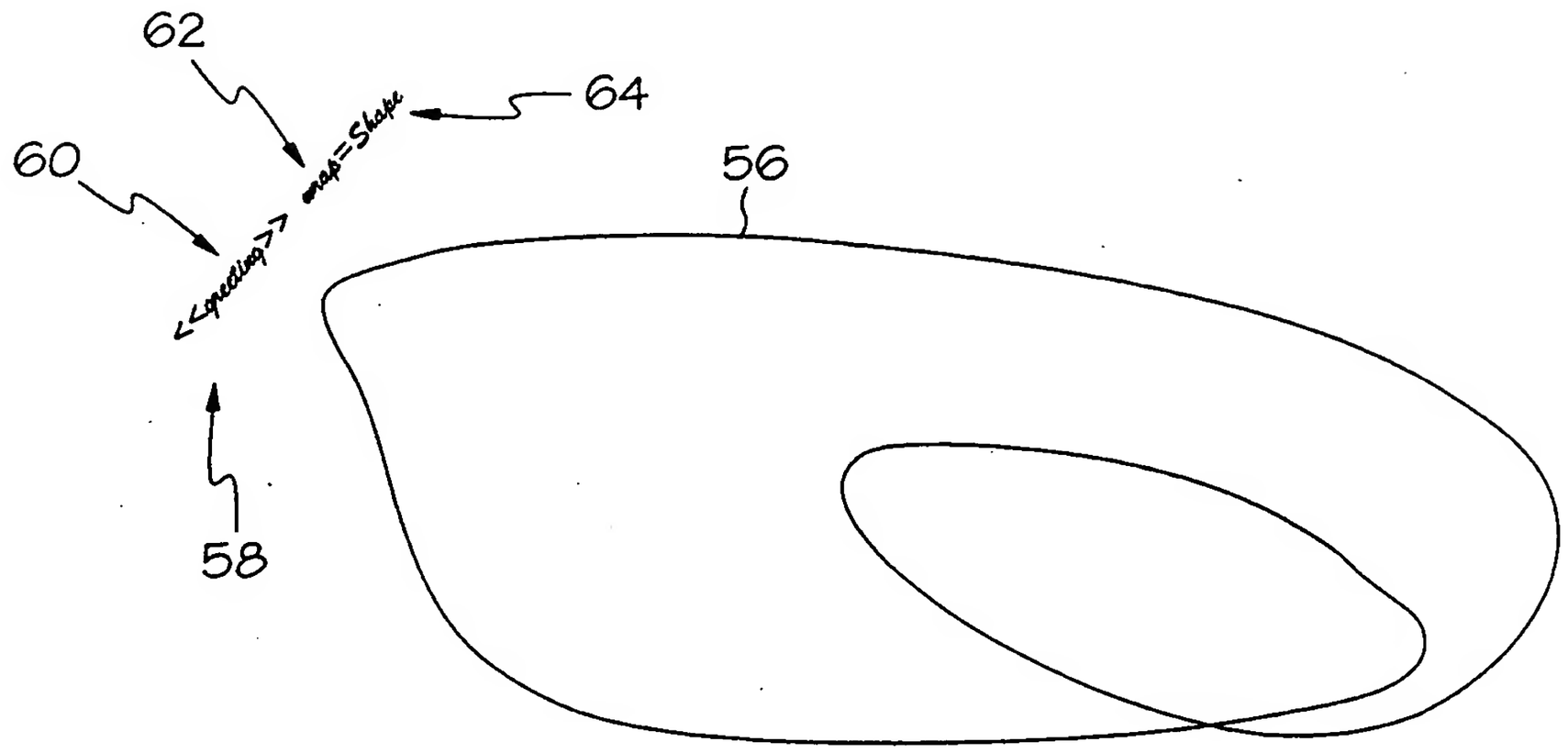



FIG. 4

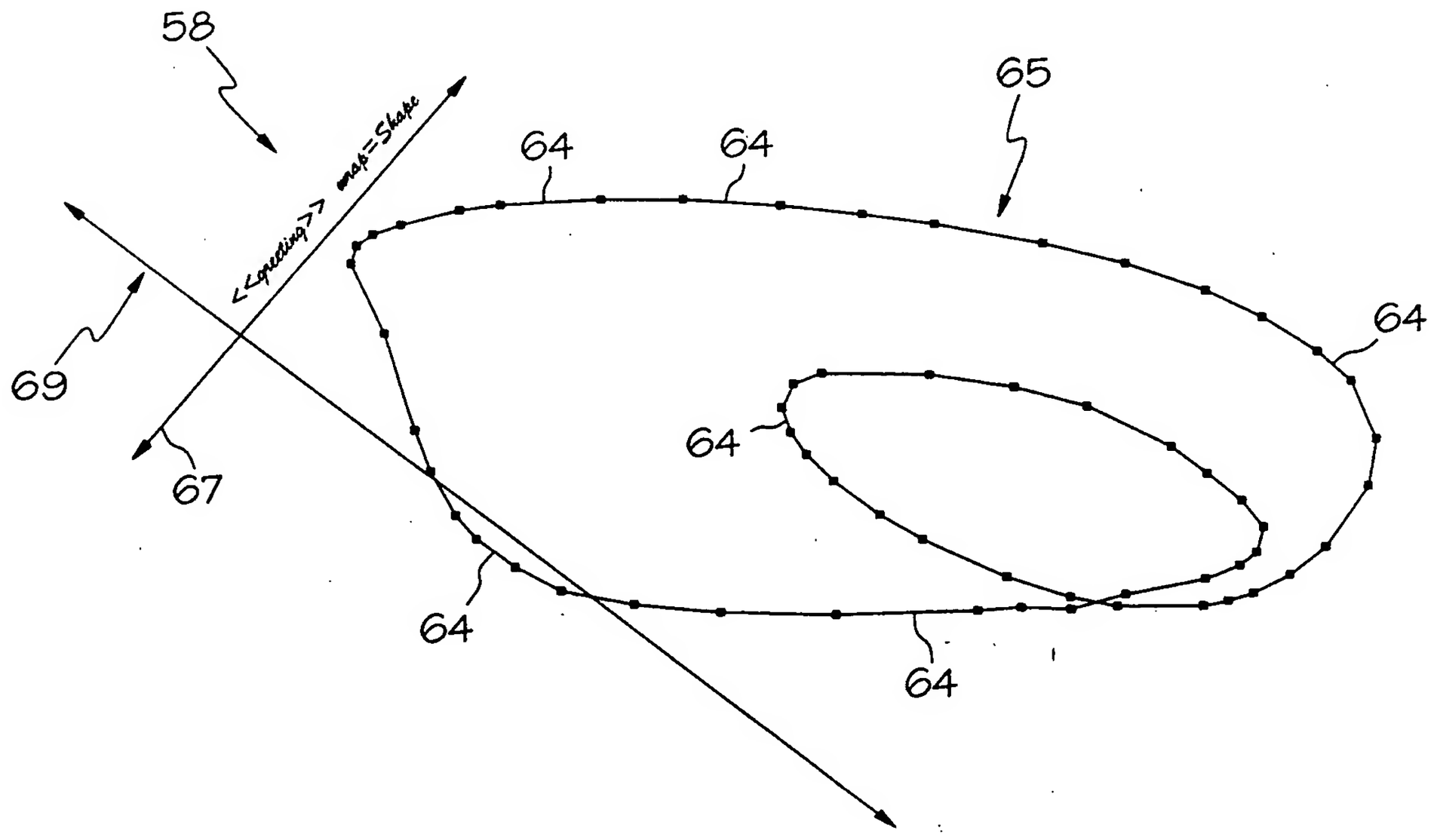



FIG. 5

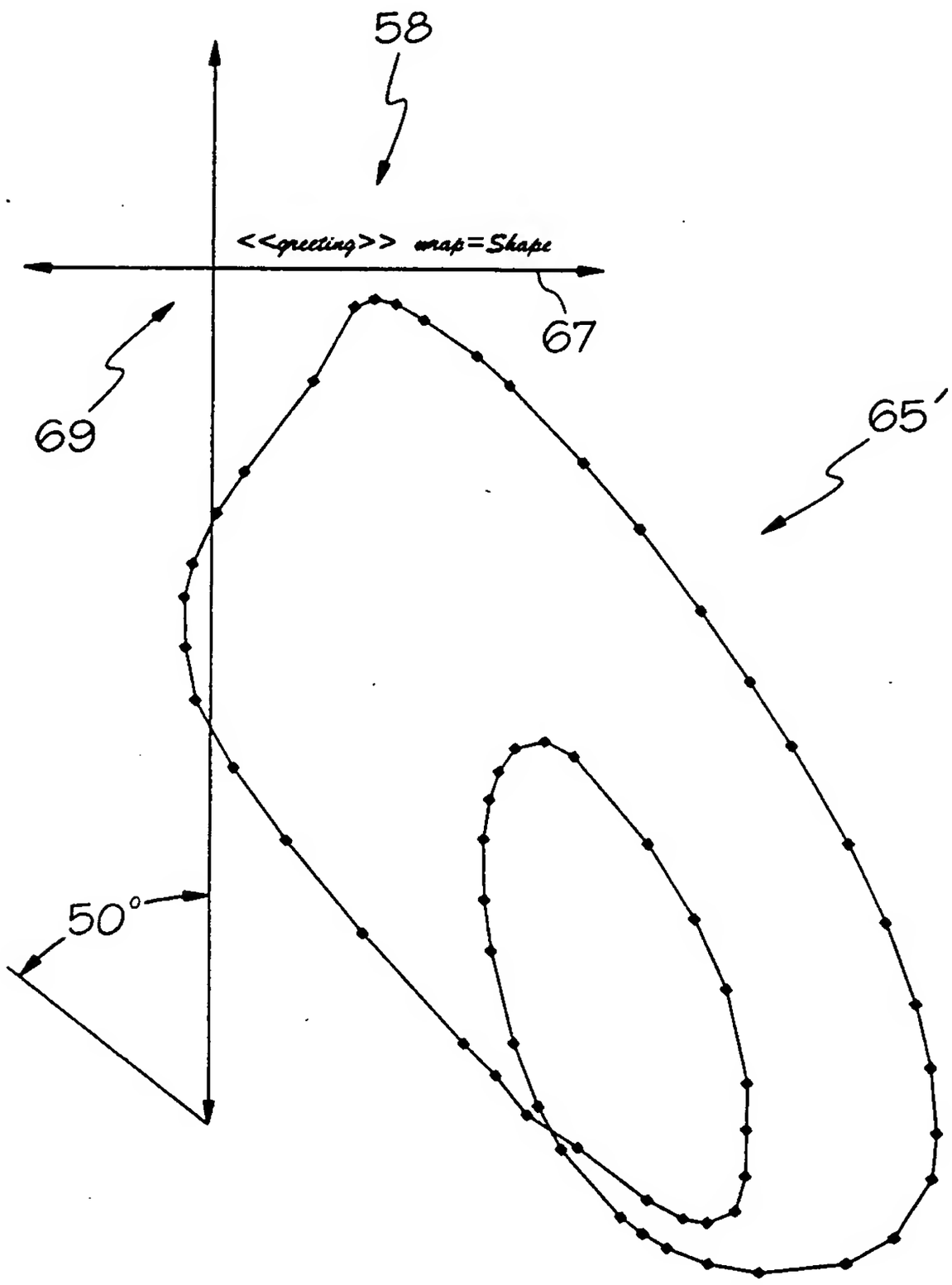



FIG. 6

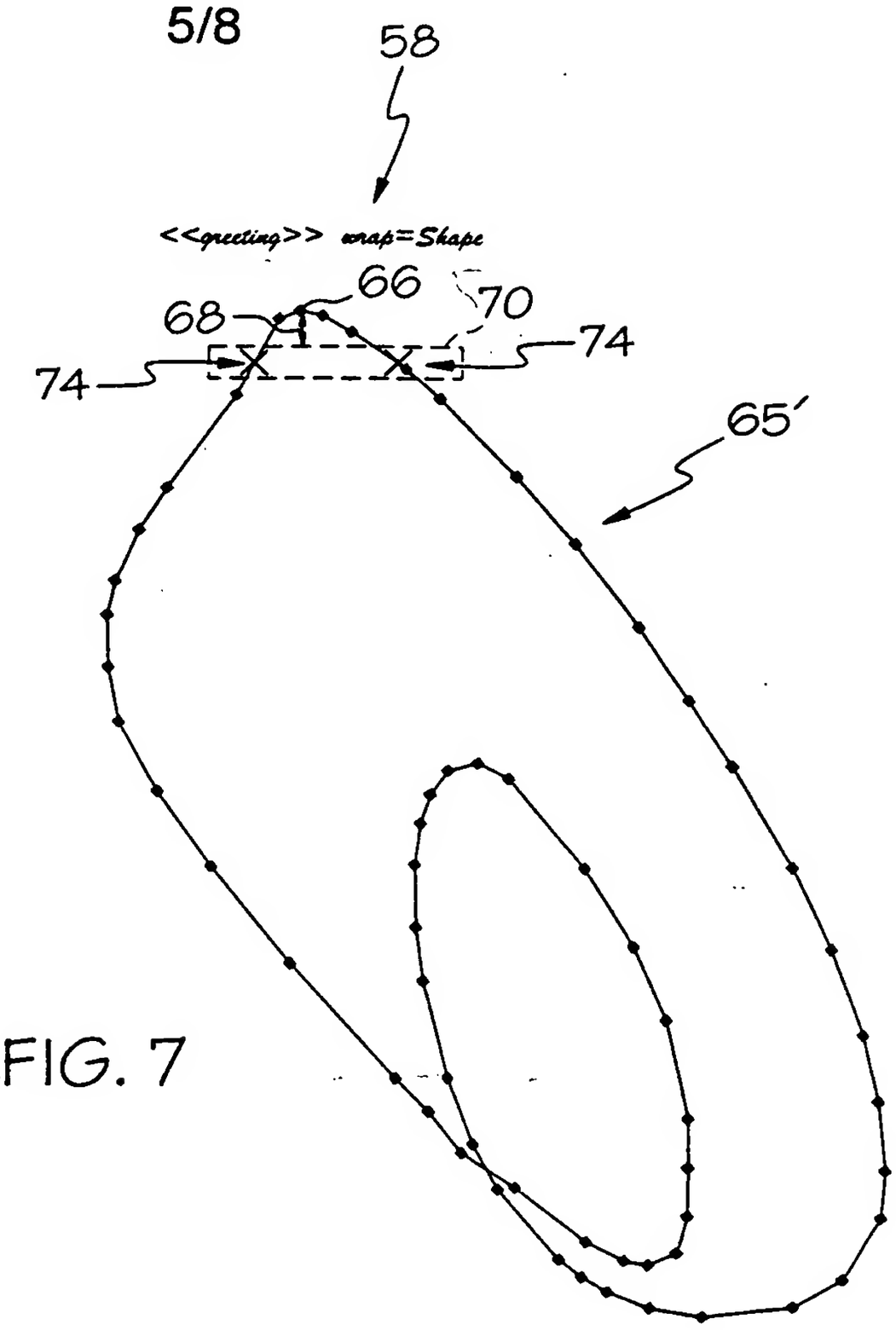
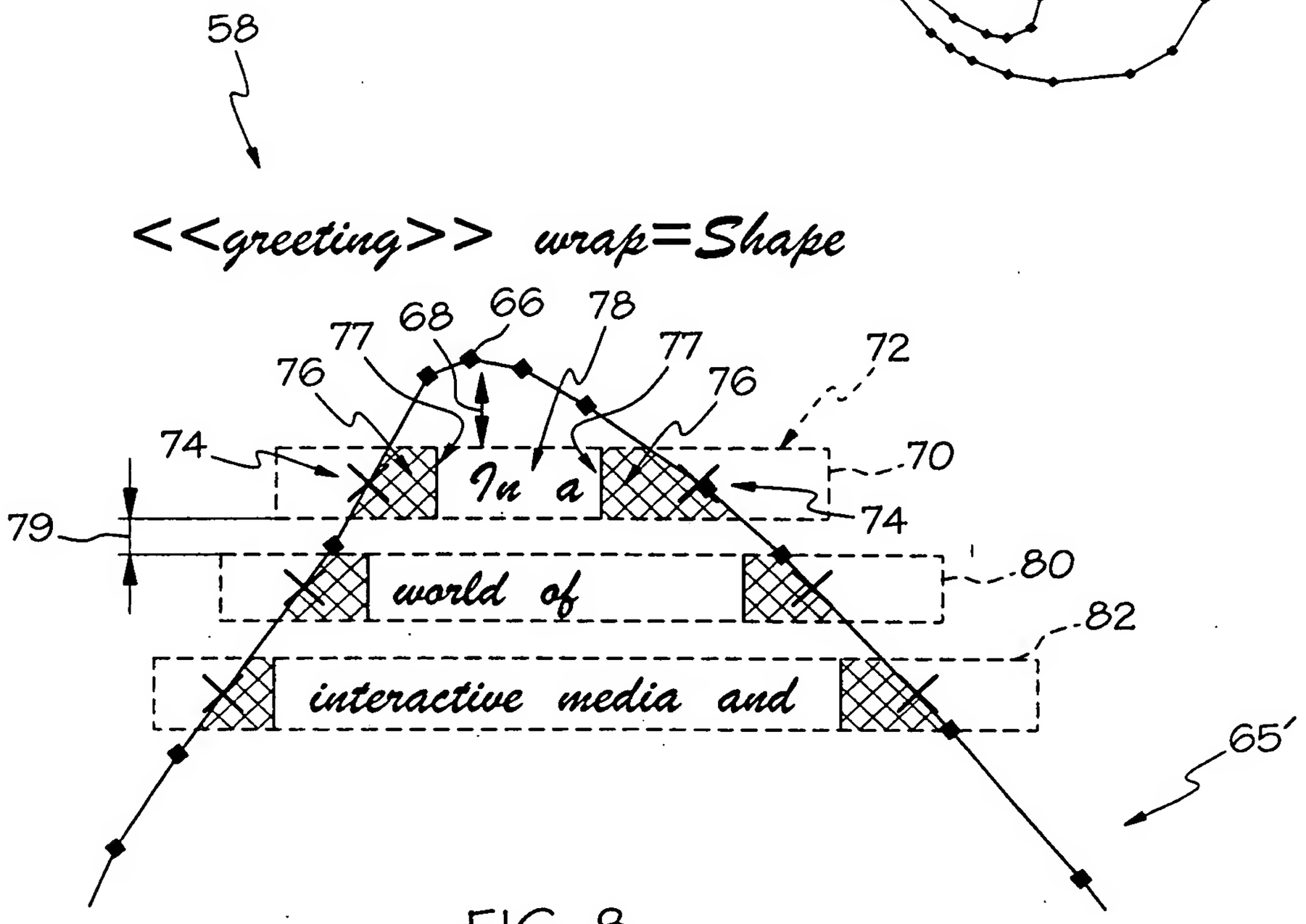

58
<<greeting>> wrap=Shape
66
70
68
74
74
65'

FIG. 7


58
<<greeting>> wrap=Shape
68
66
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70
In a
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world of
82
interactive media and
65'

FIG. 8

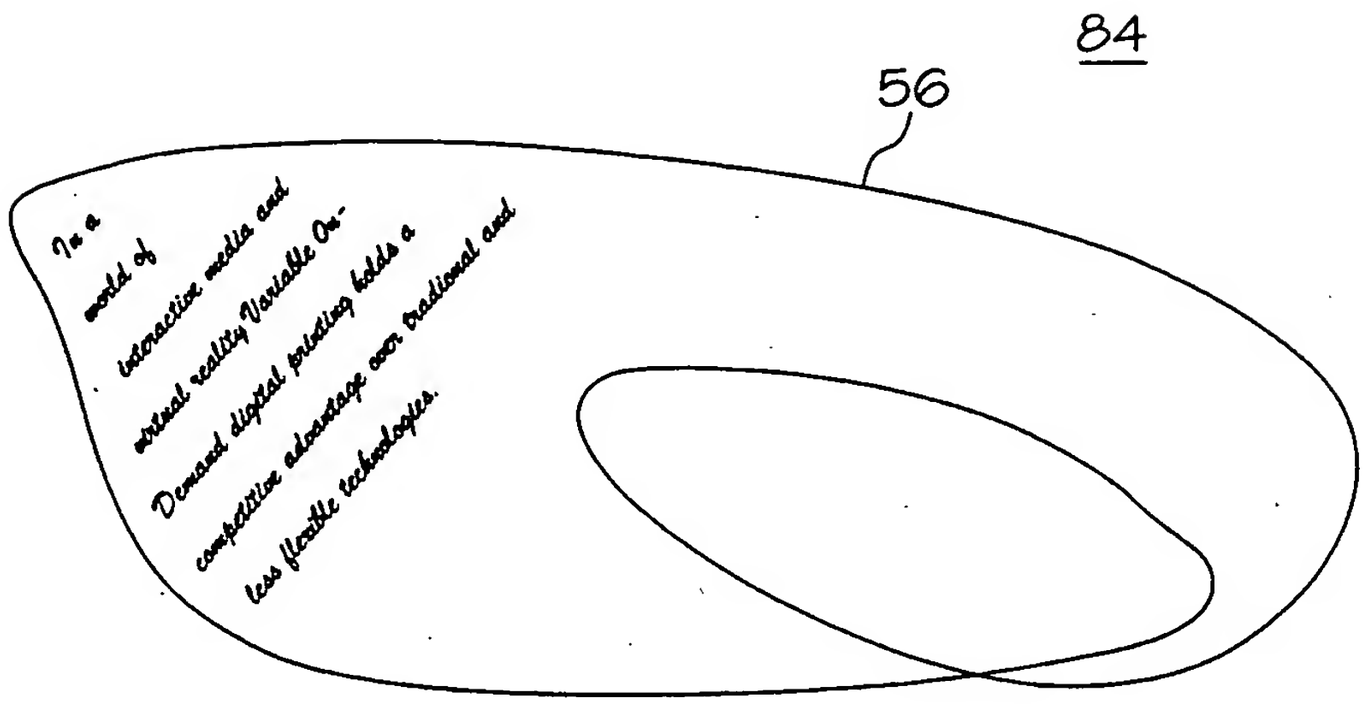

84
56
In a world of interactive media and virtual reality Variable On-Demand digital printing holds a competitive advantage over traditional and less flexible technologies.

FIG. 9

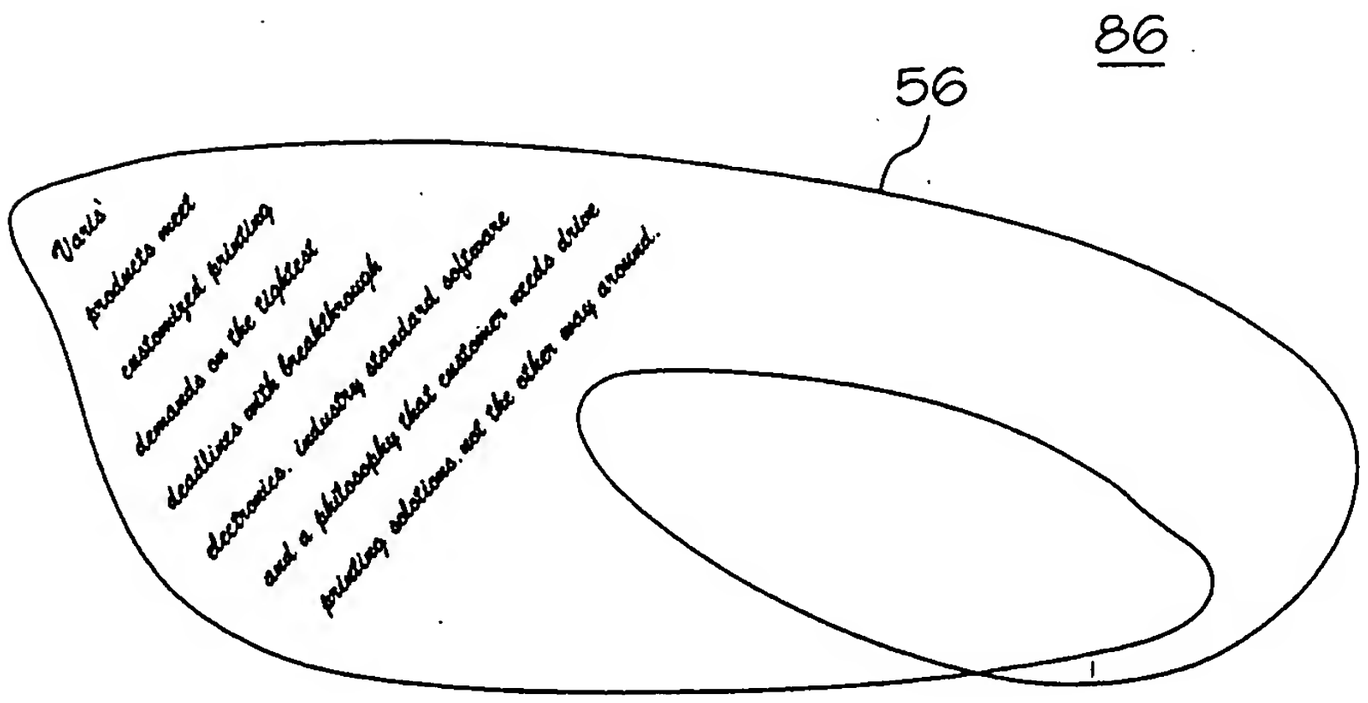

86
56
Vari's products meet customized printing demands on the tightest deadlines with breakthrough electronics, industry standard software and a philosophy that customer needs drive printing solutions, not the other way around.

FIG. 10

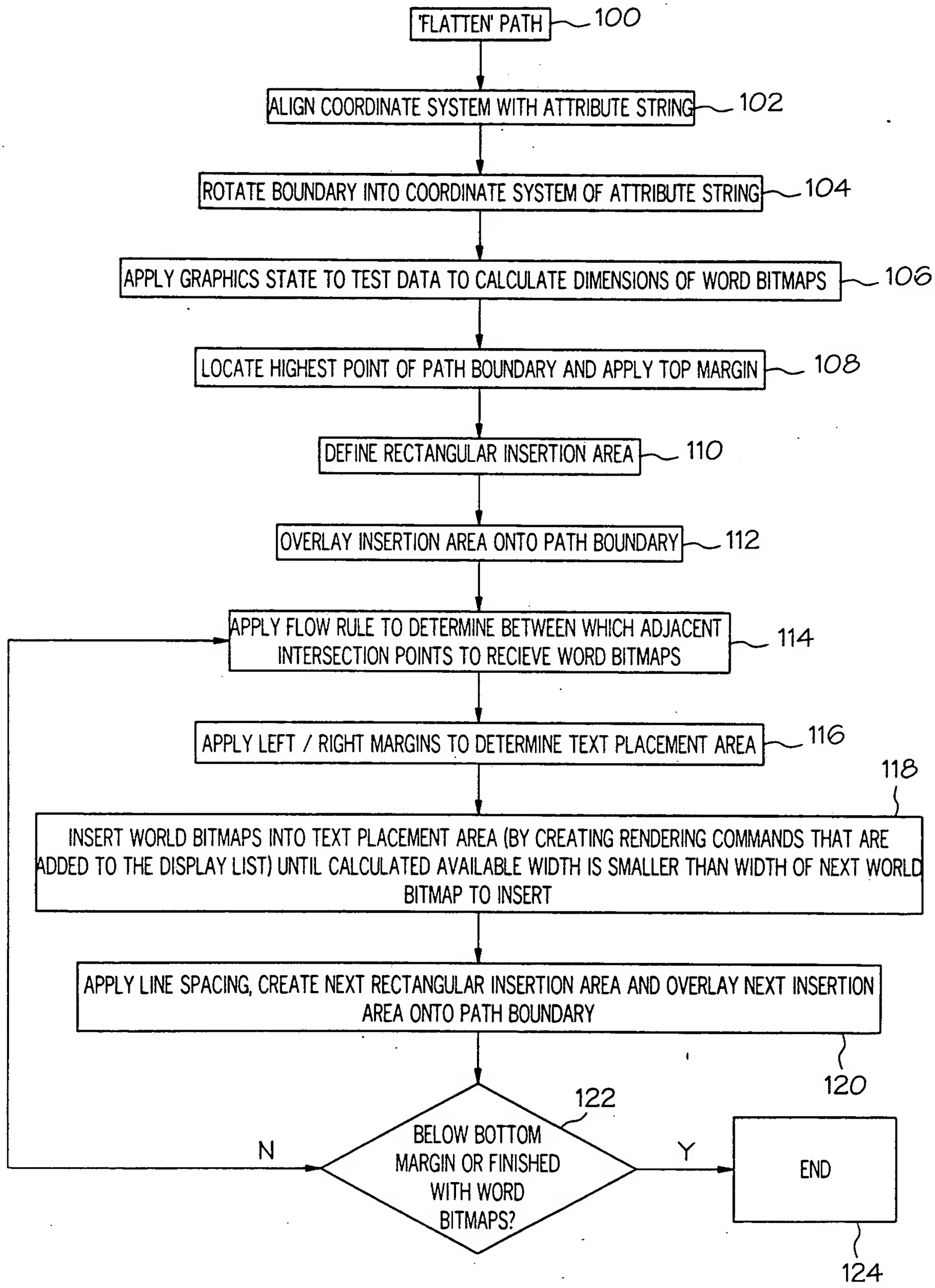

'FLATTEN' PATH
100
ALIGN COORDINATE SYSTEM WITH ATTRIBUTE STRING
102
ROTATE BOUNDARY INTO COORDINATE SYSTEM OF ATTRIBUTE STRING
104
APPLY GRAPHICS STATE TO TEST DATA TO CALCULATE DIMENSIONS OF WORD BITMAPS
106
LOCATE HIGHEST POINT OF PATH BOUNDARY AND APPLY TOP MARGIN
108
DEFINE RECTANGULAR INSERTION AREA
110
OVERLAY INSERTION AREA ONTO PATH BOUNDARY
112
APPLY FLOW RULE TO DETERMINE BETWEEN WHICH ADJACENT INTERSECTION POINTS TO RECIEVE WORD BITMAPS
114
APPLY LEFT / RIGHT MARGINS TO DETERMINE TEXT PLACEMENT AREA
116
118
INSERT WORLD BITMAPS INTO TEXT PLACEMENT AREA (BY CREATING RENDERING COMMANDS THAT ARE ADDED TO THE DISPLAY LIST) UNTIL CALCULATED AVAILABLE WIDTH IS SMALLER THAN WIDTH OF NEXT WORLD BITMAP TO INSERT
APPLY LINE SPACING, CREATE NEXT RECTANGULAR INSERTION AREA AND OVERLAY NEXT INSERTION AREA ONTO PATH BOUNDARY
120
122
BELOW BOTTOM MARGIN OR FINISHED WITH WORD BITMAPS?
N
Y
END
124

FIG. 11

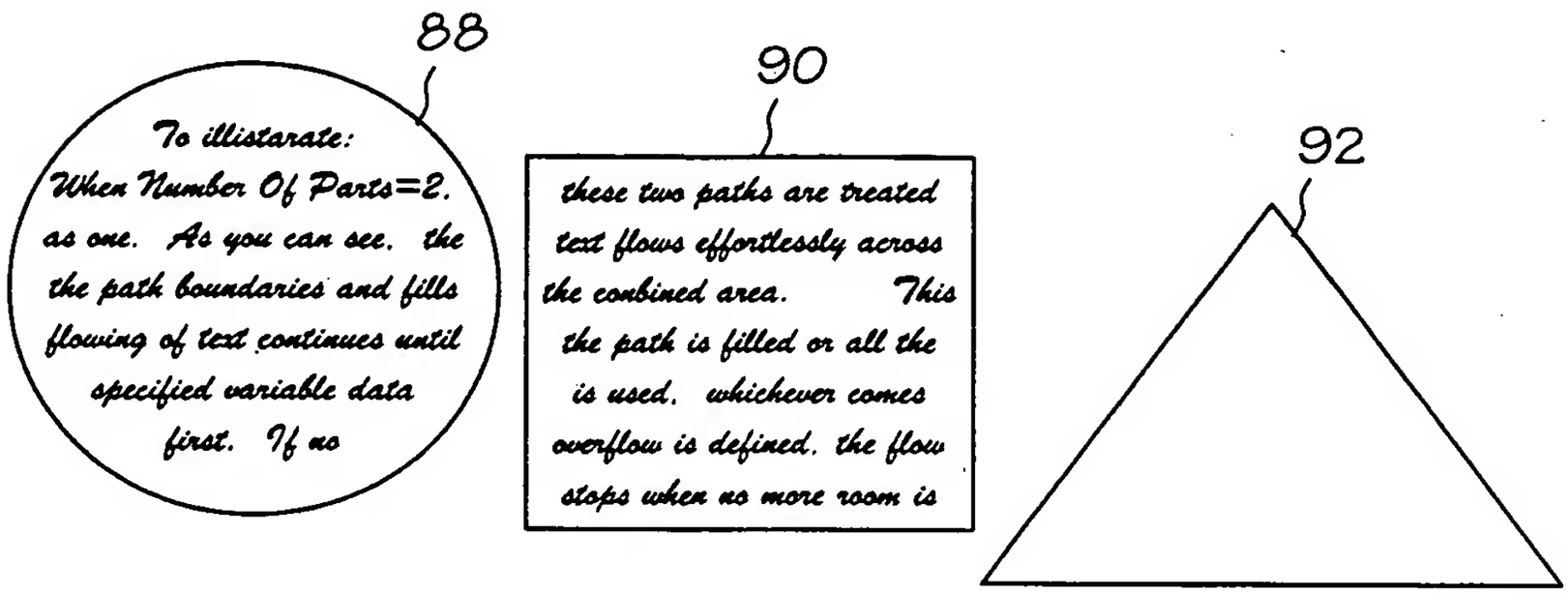
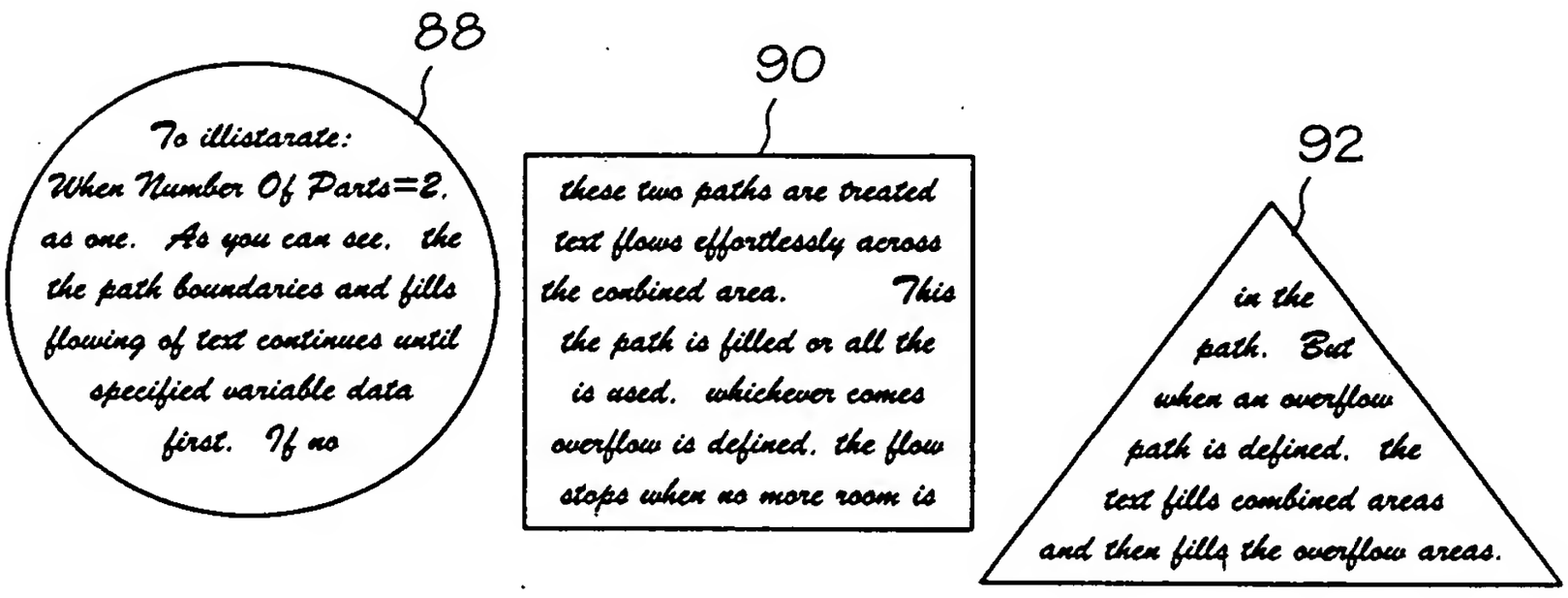

88
To illistarate:
When Number Of Parts=2.
as one. As you can see. the
the path boundaries and fills
flowing of text continues until
specified variable data
first. If no
90
these two paths are treated
text flows effortlessly across
the conbined area. This
the path is filled or all the
is used. whichever comes
overflow is defined. the flow
stops when no more room is
92

FIG. 12


88
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90
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the conbined area. This
the path is filled or all the
is used. whichever comes
overflow is defined. the flow
stops when no more room is
92
in the
path. But
when an overflow
path is defined. the
text fills combined areas
and then fills the overflow areas.

FIG. 13